

SLCC Journal

SAN LEANDRO COMPUTER CLUB

December 1987

Season's Greetings from SLCC



Word Perfect Review
Shopping Guide
XEP-80 review



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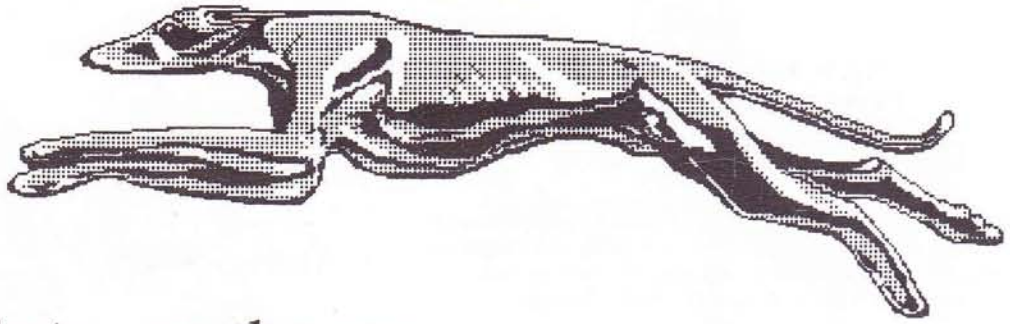
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Soviets on the run, Nintendo attacks Atari, and more...

article by Jennie Klierer

Recently, I watched a Nova program on TV called "How good is Soviet Science?" and was astounded by the lack of computers in the Soviet Union which has one fourth of the world's scientists and one half of the world's engineers.

They built the world's first nuclear power plant and in 1961 had the first man in space but now lag so much behind in Science, it's unbelievable. Students that graduate from High School there have 4 years more physical science, 3 years more chemistry, 3 years more biology and one year more of calculus than our grads but all this Science is taught in terms of pure theory rather than something used for practical application. The ninth and tenth graders are required to study computer science but most schools don't even have computers. The students that did get to use computers were shown working on Yamaha computers that are imported from Japan.

Here in the West, most innovative software has been designed by entrepreneurs or "hackers" that have access to computers and time to play with new ideas. The Soviets now have to rely on imitation rather than innovation and are now caught in a constant game of "catch up". Most of their word processing is still done on typewriters.

By 1990, Gorbachev wants to quadruple production of computer controlled machine tools and double robotics. But by the time they are able to successfully copy even one Japanese robot, it is already out of date.

One of the biggest barriers is the lack of access to information. Soviet Scientists are isolated and unaware of new breakthroughs in other parts of the world and even new discoveries within their own country!! Censorship is common and there is very little photocopying allowed. Loren Graham, the U.S. scientist conducting the tour program, took a copy of Science Magazine from the shelf of the Leningrad Library and compared it to a U.S. copy he had in his jacket. Pages were simply deleted out of it. It seems to me that what the Soviets

need right now is about one million Atari computers and 10,000 BBS systems. Things would turn around fast. Access to information is the key. What a bogged down country to have to live in. Life without personal computers, how dull.

Meanwhile, back in the states, Atari is being kept busy with fun little irritations like suits from Nintendo over the new ads for the XE game system.

The Atari ads which ran for three weeks beginning in mid October and are scheduled to air again in Nov-Dec, show both the Atari and Nintendo games being played while a voice-over describes just why the Atari system is better. Nintendo, one of the hottest toys on the market this year, also comes with a robot while the Atari system comes with a keyboard that can be used to play advanced software such as Flight Simulator II, which is included. More than 800 video game programs that have been written for the 8 bit machines can be played on the XE.

On Oct 27, Nintendo failed in its attempt to get a restraining order from a New York federal judge to bar the Atari ads. Nintendo now has to file their case with the U.S. District Court in San Jose. Poor little Nintendo...



So let's spr
the world.

oughout
uropeans

interested in corresponding with we "lucky" Americans who can just walk into a store and buy any programs we want:

Teenagers Abroad

Laurie Attree, age 17
49 Orissa Rd
Plumstead
London, England
SE 18 1RQ
(Atari 520 STFM)

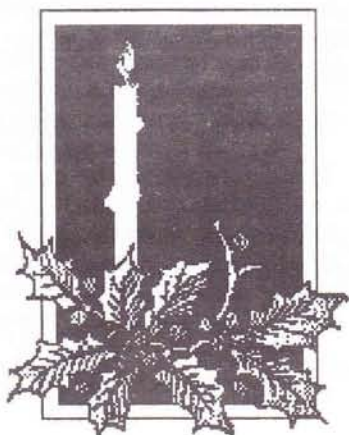
Richard Hyde, age 16
29 Beckingham
Orton Goldhay
Peterborough
PE2 0TL
England
(Atari 520 STFM)

Dominique Potter, age 17
26 Ewbank cl
Cadroxton,
Barry
S. Wales, Britain
CF6 3AE (Atari ST FM)

Phillip Muldoon, age 14
4 Gatlen terr
LLanelli
Dyfed
S. Wales
SA 15 2RP
UK
(Atari ST FM)

A group of Atari Users based in London want to correspond with us. They wish to swap ideas programs, tips and information about the Atari 520 ST FM:

Michel Lopez
St United (UK)
60 Laker Court
Studley Road
London
SW4 6RY



an

ow highlighter
casually leave



this laying around for those that are trying to figure out where to shop for you for Christmas. Be sure to leave your SLCC membership card nearby as they will need it for the discounts mentioned. So what if your wife doesn't look like a "Joe" they'll probably understand.

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(Ask for "Vince")

For that hard to find title and probably the best overall selection with a 20% discount try:

Micro World
1514 University, Berkeley 548-8999

For the best shelf price on CAD 3-D 2.0 (reviewed elsewhere in this issue) at \$40.97 and a 10% discount to card carrying members check out:

Home Computing Centers
Bay Fair Mall, San Leandro 278-8881

The best price on a color 520 system at \$629, while the supply of non-FM models lasts is at:

3E Software
931 A St., Hayward 537-3637

They claim they will beat anybody's price or give it to you free, the catch is that they have to stock that particular item at the new company store where the selection is a pitiful sight to see at:

Federated
699 Lewelling, San Leandro 895-1577

These are just the stores in the East Bay, San Leandro, area. Prices are going up on hardware items thanks to the shrinking dollar, so you may want to move fast while the older stock at the lower prices are still in supply. Call around on the software titles you are looking for, and don't forget to have a happy holiday.

fk

ATARI AT COMDEX

11/2/87 Press Release

Las Vegas, NV -- Comdex Fall 87...In a series of Major product introductions, Atari Corporation emerges as a maker of a complete line of high performance, low cost solutions for the business world.

New technology is showcased by ABAQ, an ultra high performance workstation with blazing speed and dazzling graphics. The ABAQ, based on a sophisticated "transputer" chip, runs more than 10 times faster than PC/AT technology and more than 5 times faster than the 68020 with math processor. The parallel processing capability of ABAQ lets a single system multiply its processing power by adding extra transputer chips.

Atari unveiled its new CD player capable of reading CD-ROM disks and of playing musical CD disks. The CD-ROM is supported by a Mega and ST compatible DMA interface and will retail in early 1988 for under \$600.

Atari's connectivity answer is a LAN which is compatible with the NETBIOS standard used by IBM and Novell. It communicates data at 1 megabits per second to PC's and over 250K bits per second over Appletalk. Atari is planning to manufacture "Promise LAN" adapters for the Mega ST and PC computer lines.

The Atari Mega computers are showcased with a variety of solid business solutions. Desktop publishing is represented by both the Atari SLM804 Laser Printer and by G.O.Graphics, who are porting their deskset program (CompuGraphics Compatible) which Atari will market. Word Perfect is displaying the recently shipped Word Perfect ST and Atari is displaying Microsoft Write. A group of vendors are appealing to VARs with vertical packages running under the IDRIS

mul



item.

Several new high-end CD packages are on display including Foresight's Drafix 1.

Atari expanded its PC-compatible offerings by adding two new models, the PC2 (PC-XT compatible) and PC4 (PC-AT compatible), both with EGA graphics, high clock speeds, and low price tags. A variation of the PC3 will operate in VGA graphics mode as well. The PC2 and PC4 will be offered with 3.5" or 5.25" floppy disks and with hard disks. These new models join the PC1, which at \$799 is a basic 512K PC XT compatible, suitable for use as a LAN workstation and for stand alone personal computing. The PC2 includes XT-compatible slots. While the PC4's slots are PC AT compatible.

"WE offer complete systems for the office," said Atari President Sam Tramiel. "I can see Atari Mega computers with laser printers as desktop publishing stations exchanging data with a satellite group of PC1's as LAN stations. An entire office environment can be created. The PC, the Macintosh, and the Atari computers co-exist. Each can do the thing it does best."

END



33 More Shopping Days 'Till Christmas !

Make it an Atari Christmas

Poking around for a few goodies for that Atari user's stocking? A few places still have 8-bit software and hardware.

FEDERATED

Since Atari purchased Federated, you would expect that the stores would be filled with Atari products for the Christmas season. Good guess - go to the head of the class. If you think the best prices around will be found at Federated, go back to the rear of the class and do your homework. They do have quite a collection of hardware and software, but they aren't giving it away. The 800XL, for example, is over \$150 ! Most of the Atari titles (Donkey Kong, etc.) are in the \$20 range - about four times what the discounters charge for them. One factor in their favor is the great selection that they have in 8-bit software. MicroSoft Basic II, EDASM, AMAC, etc. Almost all of the mainline Atari products from the past are there. You are unlikely to find such an assortment anywhere in this area.

The games systems (2600, 5200 and 7800) are all over the place, but no XE Systems were available. It will not go well for Atari if they don't have the XE out in the stores for Christmas. It's a long wait for '88, Jack.

* best selection - high prices.

HERB'S DISCOUNT SOFTWARE

My favorite bargain basement. No hardware, just software - some dirt cheap, some just dirt. Here are some good choices:

3 for \$10 - Hard Hat Mack (great !) - D Bug (more great !) - Donkey Kong, Defender, Miner 49er, Missile Command, David's Midnite Magic (super) - Space Invaders, Asteroids, Family Finances (it's only \$3.33 ...) - Zaxxon, Shamus, Protector II. 13 great programs for \$40+. What a deal.

Too much money? How about \$.99 cassette programs? Jumpman, Touch Typing and Protector II. You got the time (to wait for a tape to load. They're sloooowwww.), he's got the deal.

\$7.50 - Match Wits, CardWare and Bal Blazer.

\$9.50 - Atari Computer Chess, Drelbs, Atari Basic Kit, Trains, and Snooper Troops.

\$12.50 - (talkin' some real money here, not the best deal in the west, but not too bad.) - MindWheel, Essex, BrimStone and MasterType. Some of these require TWO disk drives, be careful.

* great prices - make careful selections, got some turkeys in there, too. Check the June, '87 Journal for directions to this place

END

BBS Express! ST

Introducing the advanced host communication system that everyone's talking about. Why? Because it lets your Atari® ST do all the talking. Now there's a communications tool that challenges any BBS around with a more advanced generation of power and new online enhancements like:

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And because BBS Express! ST was written by Keith Ledbetter, author of the popular Express! programs for the 8-bit, you know you're getting first-class, bullet proof software with a reputation for 'user friendly' operation.

So, if you're searching for a BBS that gives you a leading edge in performance... Express! yourself with the BBS Express! ST. It's the only bulletin board system worth talking about.

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Word Perfect

By Bob Rasmussen - Computer Magic

At last the Atari ST has been recognised by one of the giants of the software industry. It's been a long wait, and a frustrating one too, but now, at last, the ST has the one really important application program which has been strangely missing for these many months, a full featured 'professional' word processor. First Word was originally included with the ST and although it was easy to use, it was woefully inadequate for anything more than letters and very simple papers. St Writer was a godsend but it fell far short of the mark when it came to ease of use and the features really necessary for many of us. Many publishers have marketed programs they have claimed to be the ultimate answer for us, but they also proved to be woefully inadequate and many were so full of bugs, that they were actually unusable. Word Perfect comes on six single-sided disks free of any copy protection: the program disk containing Word Perfect itself, a backup program, a setup program and the 'help' files; a printdisk and a font disk with over 200 printers supported; a speller disk; a thesaurus disk; and the 'learn' disk which contains all the files used by the tutorial. The manual contains over 600 pages, half of which are devoted to an extensive tutorial which walks you through all of Word Perfect's features and functions. There is also a reference section, an installation section, an appendix, a glossary, and an index. Unlike many programs which are ported over from other computers, this manual is Atari ST specific with the right hand third of the page devoted to using the mouse commands for the explanations given on the left. Also included is a plastic template which slips behind the function keys and a quick reference card to keep handy by the keyboard. When you press the help key, a unique help screen instructs you to key the first letter of the function in question. A screen will appear listing all the functions in that alphabetical range and their keystroke commands. If you key that function while in the help environment you will get a tutorial on that particular function. Although the help files are not memory resident, disk

access is very quick and you notice very little delay. All of Word Perfect's MS-DOS capabilities have come to the ST, but with a user friendliness that has to be seen to be appreciated. All functions and features are available from the keyboard or with the mouse with Word Perfect's distinctive choose by number menus. You either click on the selection with the mouse or type in the appropriate number. This is a truly professional word processor that has all the unusual features that could be required by the most demanding of writers. While these features may not appeal to everyone, anyone who uses a word processor for anything other than simple letters will find use for most of them. There is no way to list all of Word Perfect's extras but here are a few of my personal favorites:

- * **Timed Backup-** Allows you to back up a document automatically at user controlled intervals.
- * **Border Draw-** Use to draw borders around text.
- * **Center Page-** To center text vertically on a page when it is printed.
- * **Columns-** You can have as many as five columns of text either newspaper style or parallel.
- * **Cursor Control-** The most fully featured I've seen to scroll through or to text.
- * **Footnotes and Endnotes-** Will automatically insert footnotes marking the text with either superscript numbers or numbers of characters such as asterisks with the program keeping track of the numbering.
- * **Hyphenation-** Word Perfect will automatically hyphenate but also give the user control of where the hyphen is to be inserted.
- * **Index, Lists, and Table of Contents-** Can be automatically generated with headings and sub headings by marking text to be used.
- * **List Files-** An exceptionally complete dialogue box that allows you not only to find and retrieve files, but also to delete, copy to another drive, rename, look without having to load, and even do a word search on the disk.

* **Macros-** Anything that can be performed with the keyboard and or the mouse may be stored in a macro. Even complicated word searches and text marking (such as marking text for indexes) can be installed in either a named macro, which is quickly loaded and performed or in an alt. key macro using the alternate key and any letter from a to z.

* **Math-** Lets you perform several kinds of math functions in a document and works similarly to a simple spreadsheet.

* **Outline-** Automatically inserts paragraph numbers to create an outline of up to seven levels. Anytime you edit your outline it is automatically renumbered.



* **Printer Commands-** To insert special printer function commands into your document. They do not affect the document on the screen.

* **Printer Control-** Allows you to change print options such as number of copies, or binding width and since you can send the printer more than one job at a time, you can also cancel, hold, or modify the priority of a job.

* **Reveal Codes-** Word Perfect shows on the screen, as closely as possible, how the text will look on paper with no control codes or symbols to clutter up the text. Reveal Codes opens a window on the bottom half of the screen which displays the text and also the codes which have been inserted. These codes do not appear as numbers or symbols but abbreviated names of the codes themselves.

The 100,000+ word Speller is very complete but from a floppydisk is unbelievably slow. It runs very well from a ram disk on an expanded ram 520 and the Copy File feature will allow you to move the Speller files to the ram disk while you are still within the program. The Thesaurus is exceptionally well done. At any point in your writing you can put the cursor on

a word and invoke the Thesaurus. A list of 5-10 synonyms will appear, sorted by part of speech. It also gives you one or two antonyms. Word Perfect Corp. is famous for supporting and upgrading their software. That reputation seems to be well deserved as when I had a problem creating a printer driver with my one single sided drive, the woman on the phone actually walked me through the process. I did manage to crash the program a few times and I have found a few minor bugs like dialogue boxes that don't want to close, but I am told that the bug fixes are already in the mail to registered owners (I sent my card in just yesterday.....hmmmm). This is an expensive program, but is, I believe, well worth the price when you consider the time and effort it can save in writing long and/or complicated documents and I can't recommend it more highly.

Word Perfect \$395

Word Perfect Corporation

288 W. Center St. Oren, Utah 84075

ST HOST ADAPTER

A better way to build an Atari ST hard drive system begins with our ST Host Adapter and ends with your choice of standard components.

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Build a better ST drive system with our ST Host Adapter. It's a great way to get the system you want... exactly the way you want it!



ICD



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ST Article by Peter Corona (using a digitizer and VCR)

In the Summer 87 issue of SStart magazine volume 2 #1, there is an article titled "Toolkit for Degas Elite" by Patrick Bass. It is about a Page Flipper to be used from the Degas Elite main menu screen. It will flip eight Degas Elite work screens at variable rates of speed. Instant Animation! Well, almost instant if you have a video digitizer and a VCR.

Connect the Digitizer to the ST and the VCR to the Digitizer and a TV so you can see the tape.

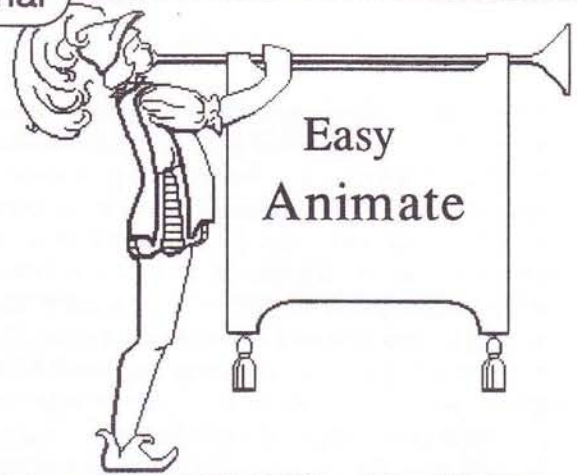
Maybe a tape of your golf swing or Junior swinging at the ball. Play the video tape and select the scene that you want to animate. Play the tape again and pause at the selected scene. Capture the scene with the digitizer and save it in the Degas format.

It is a good idea to add progressive numbers to the name you select for the scenes. Frame advance the VCR a couple of times, capture another scene and save it. Continue saving scenes until you have about a dozen. Don't worry about imperfections in the pictures as you can correct them later with Degas Elite.

Now lets animate. Boot a disk with PAGEFLIP.ACC and PAGEFLIP.RSC on it. When the desktop appears, remove that disk and insert your Degas Elite disk, bring up the disk directory and double click on the Degas Elite program. When Degas has finished loading, load the work screens with eight of the scenes you wish to animate. Select 2 through 8 as 1 is already selected. (default)

The CLEAR and BACKSPACE on the menu will edit the number selections. Next select the Frames Per Second (FPS) with the up or down arrows on the menu. Now for the moment of truth, select PERFORM and watch your creation come to life.

Not satisfied? Try loading the extra scenes. Click on the CLEAR and select the number of work screens that you want to animate. This can be in any sequence up to 44 frames. (work screens) Still not satisfied? Read on.



Put away your TV, VCR and the Digitizer. Boot a disk with PAGEFLIP.ACC/RSC on it. Swap back to the Degas Elite disk and double click on the Degas program as we did before and load another Degas picture.

As a sample we will make the letters SLCC (original right!) move from the upper left corner to the lower right corner of this picture.

First, copy work screen 1 to the rest of the work screens, 2 through 8, so you will have 8 identical pictures loaded. Then select the text option work screen number 1 and press the right mouse button.

You can now type SLCC on the picture. Move the letters to the upper left corner of the picture and stamp the letters into place by pressing the left mouse button. Press the right mouse button and select work screen 2 on the menu. Press the right mouse button again and type SLCC on work screen 2.

Remember we are going from the upper left to the lower right so stamp the letters down and to the right of the ones on work screen 1, continue to do this to the remaining work screens ending up on the lower right hand corner of the picture on work screen 8.

Run Page flipper and and select all the work screens as before. The letters SLCC should move from the upper left to the lower right.

Another way to to animate is to use the block copy function of Degas Elite and stamping each consecutive work screen. Make sure that you move the mouse before you stamp the block to each work screen. Touch up any imperfections on the work screen. Have fun!

END

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The Journal Staff would like to wish a very Merry Christmas and a Happy New Year to the members and associates of the San Leandro Computer Club and to all Atarians, everywhere.

REM

FK

JK

SpartaDOS Tool Kit

Now SpartaDOS is reaching new potentials with a little help from our SpartaDOS Tool Kit! It's packed full of power and ready to boost SpartaDOS with utilities written especially for the serious user.

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Each innovative tool commands a new form of energy and strength when teamed with our already powerful SpartaDOS. There's really no limit to what these power tools can do for you!

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The XEP-80 from Atari

80 Columns for 80 Bucks

The long-awaited 80 column card for the 8-bit computer line is finally available in local stores. I wandered through the San Leandro **Federated** store the other day and found myself walking into stack after stack of Atari hardware. Sure enough, way down near the bottom of the piles were a number of red and white boxes marked XEP-80 \$79.95. Here it was, a buck a column, the 80 column adaptor card from Atari.

Not having just come over on the boat, I immediately considered waiting for the price to drop like a stone, like it did on the SX-212. For about thirty micro-seconds.... Actually, I have never missed the 'convenience' of having an 80 column display on my computer, but I had purchased a Technica MJ-22 with the intention of using it in 80 columns and separate chroma mode. What experiences I had from 80 column modifications had convinced me that most color monitors could never produce a reasonable display in 80 column mode, but I expected the MJ-22 to make the grade. Sooooo,,, out of the box, plug in the power, pop in the 80 column boot disk, connect the video cable to the MJ-22, and.... nuthin'. No picture at all. Check the power, stroke the disk drive, wiggle the video cable, and..... still nuthin'.

I didn't spend all that time in school for nothing; out comes the 'scope for a quick look-see. Lots of nice video, clear out to the end of the cable that came with the XEP-80 - except, gee,,, the connector on this cable sure has a short signal pin. It doesn't even look like it will make contact with the monitor socket. And, that's exactly what's wrong - the cable supplied with the device will not make contact with the RCA type video socket that the monitor uses. Well, I have lots of video cables, all of which work with my MJ-22. Do you? You might consider that before you get home and find out that your monitor won't work either.

Once I got that worked out, I found that I

did, indeed, have an 80 column display on my MJ-22. Somewhere. 'Bout two inches above and to the left of the upper left hand corner of my screen. Did you ever look at the display list for the Antic chip? See, the first four lines are blank. no data. This compensates for the fact that most screens do not display the first few scan lines (called overscan). It would seem that the XEP-80 requires you to adjust the screen dimensions of your monitor such that the entire scan is visible, something just barely possible with the MJ-22, and not possible at all on some other types of monitors. I'll tell you right now that the convergence, or how well the three colors overlap, on a color monitor is terrible at the start of the scan. And, the standard GR.x displays look lousy when you crank down the playfield. Forget using any type of color monitor on this guy!!

How does it look, otherwise? As good as your monitor can display. On any type of TV, it is ridiculous. On a Commodore 1702, it is poor. A Technica MJ-22 is OK to good. A monochrome monitor with good bandwidth (like 12 or 18 MHz) is beautiful. The characters are very stable



XEP-80 Continued

and sharp. Each matrix does not contain as many pixels as the monochrome ST display, but the readability is superb. This is the way to go if you read a lot of text. The XEP-80 connects to any of the joystick ports, so you don't have to unplug your normal monitor, just load the XEP-80 driver and off you go!

Driver? Yeah, the 80 column display is produced by a combination of hardware and software. The normal CIO calls to the E: and S: devices are diverted to the XEP-80 and formatted for 80 column mode. Then the data is sent through the joystick port to the hardware which produces the display. This M/L code has to be loaded into your computer before the display will work. The box is supplied with a diskette that contains the required code as an AUTORUN.SYS file. It also contains the source code for the handler and a number of 80 column demos. When you boot this disk, the XEP-80 handler is loaded. Be aware that the boot code does not check for an XEP-80 being plugged in - hang city if it isn't. The handler code is relocated to the very top of memory and uses up about 1.5K of your RAM. This is not good for a lot of software. A whole lot. Like everything, almost.

The first thing you come up against is the fact that you can't boot a disk after you have loaded the handler. So much for 80 column Zork! AMAC, Home Filing Manager, and 9 zillion others.... But, that still leaves a bunch of PD and un-protected software that may work. Any program that uses the Atari E: and S: devices for screen display is a prospect. For example, any Basic program will normally use E: and S:. So, let's try AMODEM!!!! No way. Chameleon? HomeTerm? Tscope? Nope. All those programs either need all the memory they can get, or do un-nice screen I/O. So, let's try some word-processors. AtariWriter? Letter Wizard? (almost! At least Letter Wizard will boot and do Disk things) How about TextPro??? None of these run in 80 column mode. In fact, the only programs that I could find that ran in 80 columns were:

- * DocReader - on the SLCC DOM, 1/87
- * HomeCalc - Sim Computer Products, This guy is a Basic program that runs OK, but it is still

only 40 columns. It is protected, too.

- * TinyText - PD Basic "word processor" that can only store to cassette. I thought I saw a version of this that ran a disk, but I couldn't find it. This program actually runs the data out to 80 columns and everything!

- * Adventure - PD from Lotsa-Bytes. Data runs to 80 columns, but is formatted for 38.

This is a rather dismal list considering all the software that I have. I am sure that many of these programs can be adapted to 80 columns, but for now, the pickings are slim. Anyway, you bought the 80 column card for program development, didn't you? Well..... AMAC is out. So is SynAssembler and ACTION. Even BasicXL fails on the XEP-80 (OSS is supposed to have a fix, but I couldn't find it). What works? Basic, Mac65 and MicroSoft basic.

Now, you're talking!! So, how do they work?? **REAL GOOD!** The display not only looks good, it even WORKS better. Let me explain. The normal, 40 column display is generated by the ANTIC and GTIA chips in your computer. Your OS puts data in memory that these chips access to use in building the display. This sharing of memory can slow the computer part of your machine way down while the display part of the machine uses your memory. To say that they SHARE memory is not quite true - ANTIC stops the main computer whenever he feels like it, and uses memory as much as he pleases. The only option for the main computer is to disable the ANTIC chip entirely. This increases the speed of your machine about 30%. Of course, you lose all screen function.... Now, with the XEP-80, all screen functions are handled thru the hardware out in the adaptor. With the adaptor clocks and the adaptor processor, and the adaptor memory. All your computer needs to do is send the data once and he is free 100% of the time. Great stuff, eh? Let's try a little test.

```
100 POKE 18,0 : POKE 19,0 : POKE 20,0
110 FOR X = 1 TO 500
120 PRINT PEEK (20) + 256 * PEEK (19) +
65536 * PEEK (18)
130 NEXT X
```


XEP-80 Continued

```
140 PRINT PEEK (20) + 256 * PEEK (19) +
65536 * PEEK (18)
```

RUN this on a normal Atari. I got 1181, 1188, 1189, 1188, 1189 for five runs.

On an XEP-80, I got 347, 349, 351, 350, 351. !!!
Whoa,,,, that's a whole lot more than 30%!!

See those * in there? Those are stop signs in a Basic program. The math must be very cycle hungry. Let's try it with no math:

```
100 POKE 18,0 : POKE 19,0 : POKE 20,0
110 FOR X = 1 TO 500
120 PRINT PEEK (20)
130 NEXT X
140 PRINT PEEK (20)
```

Without the XEP-80: 2 + 233, 254, and 254 where the 2+ means that the jiffy counter overflowed twice. These are actually counts of 745, 766 and 766.

With the XEP-80: 144, 142 and 141!! (with no overflow).

This still is a lot more than 30%. The PRINT statement must be a lot faster in the XEP-80. Let's pull it out of the loop.

```
100 POKE 18,0 : POKE 19,0 : POKE 20,0
110 FOR X = 1 TO 500
130 NEXT X
140 PRINT PEEK (20)
```

This resulted in 66, 66, 66 and 45, 45, 45. This is what we would expect from offloading the screen overhead to the XEP-80. The tremendous increase in the first two tests is a result of the much faster screen I/O from Basic when using the XEP-80. The slow screen I/O that CIO gives you is a major reason why many programs do not use CIO - it is just too slow. It seems to me that the XEP-80 can make it practical to use CIO, now. How about it, programmers?

So, great, using the XEP-80 gives you a nice clear, 80-column display and it speeds up my CPU. Is it worth it? After using it for awhile, I

have found it makes it much easier to work on larger programs since you can see about twice as much code in each screen. The extra speed seems to make the whole machine feel like another computer, making everything flow more smoothly. All of the editing functions work as they did with the 40 column display, so there is not much of a learning curve - with a few exceptions. All in all, this thing is pretty good if you do anything on your Atari besides shoot Bad Guyz - and it is going to get better and better as more software supports it.

Quirks? A few. Like there is no keyboard buffer. I am used to entering 'A' from the DOS screen and hitting ENTER twice for a Directory. Seems like the first ENTER is read and the screen output started when the second ENTER is entered. The XEP-80 either does not see the second ENTER or ignores it. You have to wait for the screen to finish before the computer will take keyboard input. Along the same line, I will sometimes enter a LIST command and when it looks like the listing is in the region I want, I hit the BREAK key to stop the LIST. I can then edit the lines that are displayed. Forget that!! BREAK does not work while the screen is LISTING. You enter LIST and you get the whole program - period. Unless you want to try RESET. That key will really croak the computer, sometimes. It seems that the XEP-80 gets goofed - up and must be powered off before anything will work again. Never seems to happen for no reason, but I can't be sure what's going to happen if I RESET.

Not a bad box, and destined to get better. Get one. Today.





TIME FOR A PARTY

As 1987 draws to a close and the SLCC looks back on the past year everything looks pretty good. The club has lost a few members this year no doubt because of the unsettled Atari world in general and specifically because of the situation the 8 Bit owners find themselves in with a lack of new software and delays in promised hardware.

But we are still the largest and hopefully the best Atari Users' group in the area. More importantly things Atari seem to be settling down and some of the promised hardware is on the market or about ready to be released. The first item is of course the "Ultimate Game Machine" (65XE-clone) which is now on sale, hopefully this will generate some new software and interest in the 8 Bit line, this is soon to be followed by the new Double sided drive and the 80 column card not to mention the 1200 Baud Modem which is out and selling under \$90 to rave reviews.

The long promised TV commercials from Atari are showing up on many of the local stations and the purchase of Federated stores should help draw attention to the Whole Atari line of hardware.

The ST market is of course enjoying all kinds of new software as well as seeing the release of the MEGA's and the promised release of the laser printer in the near future.

Overall our club is doing very well, we are in good financial shape, the BBS is doing well with its new hard drive and the Journal is looking great. Atari in general is coming along by spits and spurts but at least its coming along and making money not looking at bankruptcy as it was a few short years ago.

So what does all this add up to? Not a great deal really, but when things are looking good and the end of the year is getting close it must be time for a party. So we are going to do just that on the first Tuesday of December, after a brief business meeting we will have a party for

all members and their families.

In keeping with the Computer Nerd image all Atari owners seem to be saddled with, the party will be low keyed as those of past years. In short, cake, ice cream and soft drinks for all. We are busy trying to round up door prizes for the party and the rumor is that Lois and Bob will each jump out of the cake in their best birthday suits.

GIFT SUBSCRIPTIONS :

A very unusual opportunity has presented itself to the SLCC that allows the club to give a free subscriptions to two of the better computer magazines on the market.

The subscriptions are for "Compute" magazine and "Compute Gazette" magazine. Everyone knows Compute magazine it has been around for years and done a creditable job for Atari owners through good times and bad. You may not be familiar with Compute Gazette as it is about Commodore computers.

Naturally you want to know why the club would send you a subscription to the Gazette, well we could say the President forgot what kind of computer he owned, but we won't, will we?

More likely it is a package deal and we thought it might be nice to see how the other half lives. At any rate you are stuck with the two subscriptions for the next two years. The cost to you is zero so maybe your neighbor owns a Commodore and would like to see your copy of the Gazette.

The one catch to this gift is that you must take them for the two years. Besides if you cancel a gift subscription people will think you are crazy.

Hopefully you will all explain to Mr. Barton, our beloved? President that he owns an Atari so we won't be embarrassed like this again.

Merry Christmas from the SLCC !!!



END

CYBERSTUDIO

Has ANTIC Software developed the ultimate ST Graphics package?

A review from *Page 6* (author unknown).

Cyberstudio CAD 3-D may be the most advanced of the many graphics packages currently available for the Atari ST. It is a program which allows one to draw "flat" two dimensional shapes and objects and transform them into "real" three dimensional objects with depth. For those who may have logged a few dozen hours on the original CAD 3-D (version 1.0) there should be little difficulty in adjusting to the new version. Version 2.0 requires one megabyte of RAM therefore if you own a half-megabyte Atari you will need a memory upgrade in order to use this program. Its not an unreasonable suggestion, for this program it's worth buying a memory upgrade!

CAD 3-D 2.0 is an "object-oriented" graphics program which allows one to create three dimensional drawings and place them in a three dimensional universe. CAD 3-D creations may also be output as screen images and saved in either Degas, Neochrome, or C.O.L.R. Object Editor formats. They may even be printed as hard copy. Then, using the Cybermate animation/ editing program, which is included with CAD 3-D 2.0, groups of sequential frames can be created and your objects can move with smooth animation. Using the optional new Sterotek Liquid Glasses, objects may also be viewed in breath-taking stereo.

When the program is first booted-up we see the familiar drop-down gem menus across the top of the screen. The left third of the screen is the ICON CONTROL PANEL and the right two-thirds of the screen consists of the four VIEW WINDOWS which are used to look at the 3-D Universe. The CAD 3-D Universe is a transparent cube and all objects created by CAD 3-D appear inside the cube. The windows labelled TOP, RIGHT, and FRONT (which can be flipped to BOTTOM, LEFT and BACK) correspond to the various faces of the cube. these windows are fixed and cannot be moved, unlike the fourth window which is labelled CAMERA. The CAMERA window is like an actual movie camera on a "boom" located outside the universe's cube. It is able to move to any position - near, far, over, under

or around.

There are three ways to begin to create a new object. The first way is to use the PRIMITIVES ICON. It allows you to create basic shapes and offers you the choice of SPHERE 1, SPHERE 2, SPHERE 3, TORUS, CUBE, or WEDGE. You may also choose to create an original object through the EXTRUDE or SPIN functions. EXTRUDE operates like a jigsaw, allowing a shape to be cut out as if you were cutting a shape from a piece of wood. After Extrude cuts the shape, it adds depth.

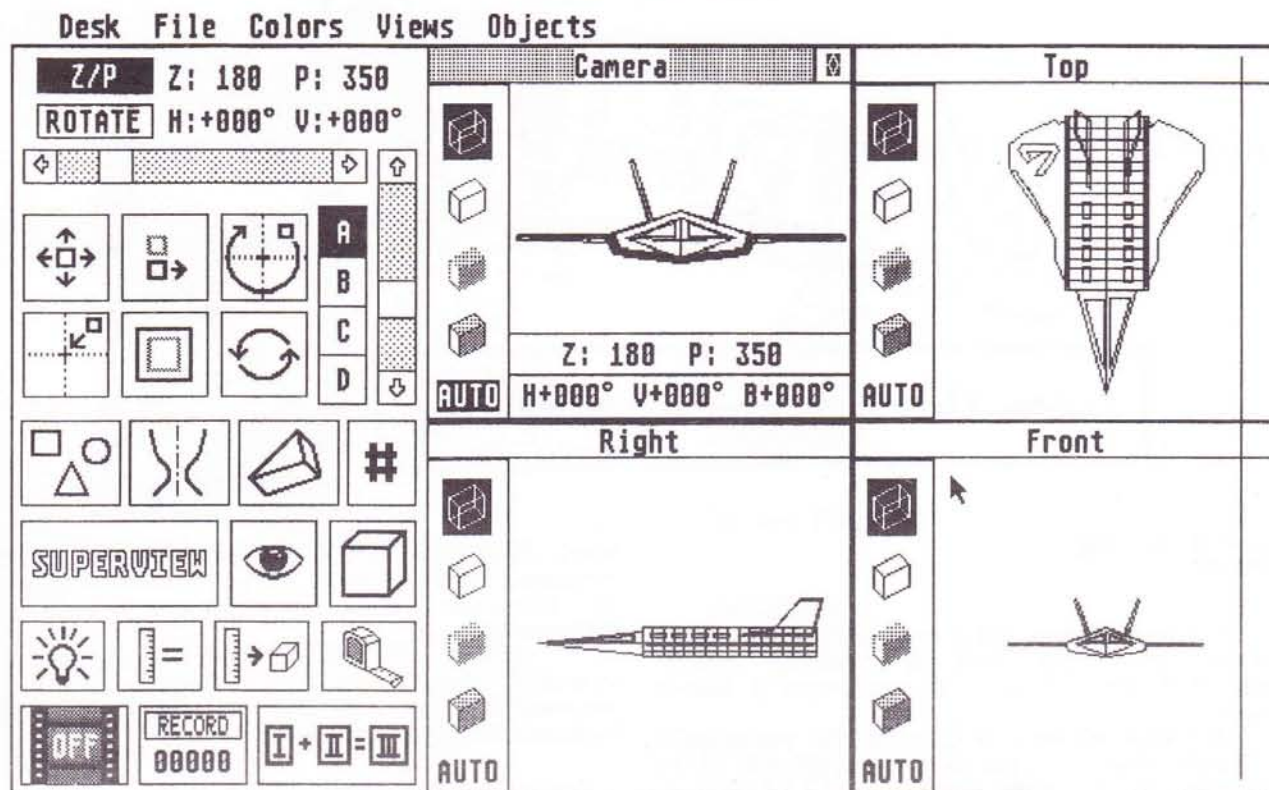
You can then alter the thickness and size using the scaling tools. SPIN creates an object of revolution as if you were to create it by using a lathe. After the outline of an object is drawn on the Spin screen, it is spun to create depth.

When using Spin or Extrude you are brought to separate work screens. These work screens contain their own sets of drop-down windows which provide tools to aid in producing objects of greater accuracy. Once an object is created it can be rescaled, manipulated or placed in a group of one or more other objects as a single element of greater construction. After your object is created the ROTATE and SCALE slider bars at the top of the screen allow you to rotate your object (or objects) either vertically or horizontally and then scale them to be either smaller or larger.

Using the camera window, you can ZOOM in or out, change the PERSPECTIVE or ROTATE the camera's point of view and don't change the actual objects. Using the OBJECT JOIN icon, you can join objects together in a variety of ways to create a third, unique, object.

The next set of icons allow for moving objects within the "cube" universe. You can DRAG objects to any location within the non-camera windows as well as reposition them in relation to any other object. You can also rotate objects in three different ways. Center Pivot Point Rotation is used to rotate objects around the imaginary center point of the 3-D universe, Group Pivot Point is used to rotate objects around any selected point within the 3-D universe.

There are also separate Icons which allow even more precise control over changing the positioning



of objects, their size or their relationship to one-another on the screen. Double clicking on the SUPERVIEW icon creates a full screen, 16 colour, low resolution display of the CAD 3-D composition from the same view point of the camera window. It is this image that is used when you elect to save to Degas, Neochrome or C.O.L.R. formats.

A new feature in superview mode allows you to use the mouse to rotate zoom, change the perspective, or bank the camera angle, in real time while the image shown in superview is in the wire frame mode. Clicking once on superview brings the superview mode setting menu to the screen. It allows you to load a Degas picture into the background and change the mode of the colour image displayed.

All objects which are displayed are affected by lighting. By clicking on the LIGHTING icon a control box appears which allows you absolute control in position and intensity of three different light sources and an ambient light. The ESTABLISH SCALE icon allows to choose a scale of measurement to use later with the OBJECT MEASUREMENT icon and the TAPE MEASURE icon. With the Object Measure icon, you can rescale an object by editing its length width or height and with Tape Measure you can measure the distances between objects. The final icons control the animation facilities which record sequential image files for plotter/GDOS output or animation files for the Cybermate system.

Cybermate is an advanced language which animate CAD 3-D 2.0 creations. Using advanced delta compression techniques, Cybermate transforms a one megabyte ST into a ten megabyte frame buffer. Thousands of animation frames of 3-D objects can be stored in RAM and played back at speeds up to sixty frames a second (2 1/2 times faster than a film).

Cybermate also allows the addition of sound effects or music(created by the very competent G.I.S.T. Sound Editor) to the 3-D films.

CONCLUSION

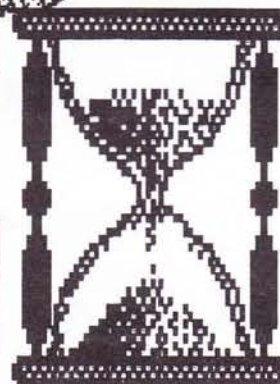
CAD 3-D 2.0 is exceptional value for money, it's an incredibly advanced and useful graphics program made as user-friendly and convenient as possible.

Creative use of CAD 3-D can design logos, breathtaking special effects in film or video, brilliant images for use with Degas or Neochrome, well designed 3-D sprites, as well as many other inventive uses. CAD 3-D 2.0's restrictions appear to be only the bounds of the user's imagination.

END

Minutes

from the November meeting



General Meeting 11/03/87

The meeting was called to order at 8:05 PM by Secretary Jim Moran. Roll call of Officers: Present; Sawley & Moran. Excused; Barton (work) & Hansen (school).

Atari press release from Comdex 1987 was supplied by Darryl May and read in part as follows. Atari showcases new technology items such as ABAQ a high performance work station with "transputer" chip. A new networking system for the Mega's and PC's. A return of the CD-ROM player which will now play musical CD disks as well as read CD-ROM disks. Atari also said there would be two new PC compatibles added to the PC line. Also shown at Comdex were Mega computers with several business applications.

Tonight's chairman stated that Winners Circle computer store in Berkeley was going to sell SLCC public domain disks and become a regular advertiser in the newsletter. They will offer a software discount of 25% to club members who show their club ID card.

Computer Magic, a new store owned by member Bob Rasmussen is also going to become a regular advertiser in the newsletter and will offer members of the club special discounts on software for both XL/XE and ST. Computer Magic can be reached at 415-829-4834.

Tonight's guest speaker Alex Leavens of Activision was unavoidably detained so will reschedule for the December meeting.

Fortunately member John Russell just happened to have his new Mega 4 and his new GENLOCK box at the meeting so was able to give us a demo of both. John has been working on his GENLOCK box for a year and has just completed the first two prototypes. The GENLOCK box is now complete and should be on the market shortly. Selling price will be about \$400.

Following John's demonstration, our 800 software chairmen Cliff and Mark gave a review of the October and November disks of the month. October's floppy has billboard, top gun pinball and Golf Pro. November's floppy consists of Trivia Insanity and a whole disk of Star Trek questions to go with it.

Following a short break, Bob Rasmussen gave a

brief demonstration of the new Word Perfect word processing program which has just been released for the ST. Bob stated that his first impression of the program was excellent.

After a short question and answer period the chairman adjourned the meeting with a reminder that we would have our regular christmas party after a hasty business meeting in December.

Respectfully Submitted: Jim Moran - Secretary

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December 1987

SLCC Calendar of Events

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		1 MAIN MEETING 8PM San Leandro Public Library	2	3	4	5
6	7	8	9 EXECUTIVE BOARD MEETING	10	11	12
13	14 ST SIG 8PM San Leandro Public Library	15 BEGINNER'S SIG 7:30PM TELECOMMUNICATION SIG 8 PM	16 EDUCATION SIG 7 PM ST SOFTWARE SIG 8 PM	17 BASIC SIG 8PM	18	19
20	21	22 PASCAL SIG 7 PM BUSINESS SIG 8 PM	23	24	25 	26 JOURNAL DEADLINE
27	28	29	30	31		

Now That It's Plugged In....

The SLCC Beginners SIG is for those who own Atari 8-bit computers and consider themselves a novice or beginner. We discuss Basic, DOS, operations, system set-up, keyboard functions, and other introductory material. SIG meetings are held on the third Tuesday of each month at 7:30 PM. Call Richard Stiehl at 865-6859 for information and directions.

See you there..... RS

SIG (special interest group) leaders and their phone numbers are located on the Table of contents page at the front of the Journal. Please call them for more details or directions.

December Meeting

The Christmas season is upon us once again and it's time for our annual Christmas Party. Alex Leavens, from **Activision**, will be our guest speaker, so don't miss it.



The Big Guy sez.....

SEE YOU AT THE MEETING!

SLCC

JOURNAL



P.O. BOX 1506, SAN LEANDRO, CA 94577-0374

TO

Next Meeting:

December 1, 1987 • 8 pm
San Leandro Community Library
300 Estudillo Ave

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